



Champions of Kamigawa

WAY OF THE WARRIOR DECK

THE "LEGEND RULE" GETS A FACE-LIFT

The *Champions of Kamigawa* expansion introduces changes to the rules for legendary permanents. These changes affect cards in the new set as well as all older Legends and legendary cards.

The first change is that the creature type Legend no longer exists. Every creature that was printed with the Legend creature type is now simply legendary, which is a supertype like basic. That means, if an effect asks you to choose a creature type, you can't choose Legend.

The second change affects what is commonly referred to as the "legend rule." Now, if multiple legendary permanents with the same name are in play, all of them are put into their owners' graveyards. It no longer matters which one came into play first. For example, if your opponent plays Eight-and-a-Half-Tails when you have an Eight-and-a-Half-Tails of your own in play, both of them go to the graveyard—not just your opponent's.



A NEW KIND OF HERO

Some creatures are destined for greatness and can change from the ordinary to the legendary by performing daring deeds. These "heroes" are easily recognizable by their unique card frame. You ignore the information on the bottom half of the card until the creature in play "flips" when certain heroic conditions are met.

When you flip a hero, you turn it upside down and play with the other half of the card. All of the flipped versions are legendary creatures and have powerful abilities. For example, the lowly Nezumi Graverobber flips into Nighteyes the Desecrator, a legendary wizard who can "reanimate" creatures from any graveyard! And flipping is a one-way process—the creature can't be flipped back.



BUSHIDO

All Samurai in the *Champions of Kamigawa* set have an ability called bushido, which means "way of the warrior," but some Samurai are more skilled in battle than others. For example, a creature with bushido 1 gets +1/+1 until end of turn whenever it blocks or becomes blocked, but a creature with bushido 5 gets +5/+5!

"SPIRIT-WORLD" MECHANICS

The spirits that threaten Kamigawa employ their own terrifying ancient magic, called Arcane. Instant and sorcery spells that have the Arcane subtype don't do anything special on their own, but interact with many of the other cards in the set.

SPLICE ONTO ARCANE

Kamigawa's spirits have mastered the art of combining spells to devastating effect. Some instant and sorcery cards have the "splice onto Arcane" ability. This ability allows you to pay a cost to add the text of the "splice onto Arcane" card in your hand onto another Arcane spell that you play, giving you a bigger, more powerful spell.

For example, to "splice" Glacial Ray onto an Arcane spell, first reveal the Arcane spell that you're going to play, then reveal Glacial Ray from your hand. The text "Glacial Ray deals 2 damage to target creature or player" is added to the Arcane spell. Choose any targets for both parts of the spell, then pay the Arcane spell's mana cost and Glacial Ray's splice cost together. When the spell resolves, first follow the Arcane spell's instructions, then follow Glacial Ray's.



- You can splice multiple cards in your hand onto the same Arcane spell. If you do, reveal all of those cards at once. You choose the order in which the spliced effects occur and then you pay all the splice costs.
- You can't splice a single card in your hand onto the same spell more than once.
- Spliced cards never leave your hand—you simply reveal them—so later you can play them normally or splice them onto another spell.
- The Arcane spell gains only the text of the spliced card. It doesn't gain other characteristics like color or type.

SOULSHIFT

When spirits die in Kamigawa, they are often reborn in a new form. When a creature you control with the soulshift ability is put into a graveyard from play, you may return another, less expensive Spirit creature card from your graveyard to your hand.



PLAYING THE DECK

The "Way of the Warrior" deck enlists a new brigade into your army: Samurai! These fearless warriors showcase the *Champions of Kamigawa* set's new combat ability: bushido. Whenever a creature with bushido 1 blocks or becomes blocked, it gets +1/+1 until end of turn. Some creatures have bushido 2, or even more. This evocative talent comes as standard for Samurai, and that makes them a force to be reckoned with. Since the bushido bonus is given on both offense and defense, your side should always have the upper hand in battle.

One of the coolest cards in the "Way of the Warrior" deck is Bushi Tenderfoot. It starts off as a puny 1/1 Soldier, but if it can defeat an enemy in battle and live to tell about it, Bushi Tenderfoot transforms into a formidable 3/4, double-striking, legendary Samurai with bushido 2. The feat may seem impossible, but there are a number of cards in the deck that can help. Equipping Bushi Tenderfoot with a No-Dachi, which gives +2/+0 and first strike, might work, but something trickier is clearly in order. If the creature it meets in combat also has 1 toughness, you can keep your Tenderfoot alive with Blessed Breath or Candles' Glow. If

ARE YOU A NEW PLAYER?

If you're a first-time Magic® player, visit MagicTheGathering.com or pick up the Magic: The Gathering® core game. The core game has everything two players need to begin the battles.



WAY OF THE WARRIOR DECK

No.	Card	Mana Cost	Rarity
Lands (24)			
24	Plains	—	—
Creatures (20)			
1	Bushi Tenderfoot	☼	U
4	Devoted Retainer	☼	C
3	Konda's Hatamoto	1☼	U
4	Kitsune Blademaster	2☼	C
4	Mothrider Samurai	3☼	C
1	Nagao, Bound by Honor	3☼	U
1	Takeno, Samurai General	5☼	R
2	Samurai Enforcers	4☼☼	U
Other (16)			
1	Blessed Breath	☼	C
2	Reciprocate	☼	U
2	Vigilance	☼	C
2	Call to Glory	1☼	C
1	Candles' Glow	1☼	U
2	Indomitable Will	1☼	C
1	Otherworldly Journey	1☼	U
2	Cage of Hands	2☼	C
1	Hold the Line	1☼☼	R
2	No-Dachi	2	U

A Kamigawa Glossary

Below are the pronunciations and meanings of some Japanese words you'll encounter in the *Kamigawa*™ block.

akki (AHK-kee) "Little monster." Kamigawa's name for its turtle-like goblins.

budoka (boo-DOH-kah) A monk who studies the martial arts.

bushi (BOO-shee) Warrior.

bushido (boo-SHEE-doh) The way of the warrior. The name of the samurai code.

daimyo (DYE-myoh) A powerful feudal lord.

daisho (DYE-sho) The pair of swords carried by a samurai. The daisho consists of two swords: the larger sword is a *katana* (kah-TAH-nah) and the smaller one is a *wakizashi* (wah-kee-ZAH-shee).

honden (HOHN-dehn) The inner part of the shrine to a kami.

kabuto (kah-BOO-toh) Helmet.

kaijin (KYE-jihn) A kami of water.

kami (KAH-mee) Spirit, god, divinity. The divine essence of a thing.

Kamigawa (kah-mee-GAH-wah) Spirit river, or river of the gods. In the *Magic* game, the name of the plane on which this story takes place.

kannushi (kahn-NOO-shee) A druid-like priest who tries to revere the kami.

kitsune (KIHT-soo-nay) Fox. In Kamigawa, short for *kitsune-bito*, meaning "foxfolk."

kodama (koh-DAH-mah) A tree spirit.

nezumi (nay-ZOO-mee) Rat. In Kamigawa, short for *nezumi-bito*, meaning "ratfolk."

no-dachi (noh-DAH-chee) A large katana, like a greatsword.

ochimusha (oh-chee-MOO-sha) A dishonored warrior. For example, an outcast samurai.

oni (OH-nee) Demon. An oni is a kind of kami, bent on destruction.

oroichi (oh-ROH-chee) Serpent. In Kamigawa, short for *oroichi-bito*, meaning "snakefolk."

soratami (soh-rah-TAH-mee) "Skyfolk." Kamigawa's race of aristocratic cloud-dwellers.

yamabushi (yah-mah-BOO-shee) "One who lies in mountains." A mountain hermit who practices the ancient shamanic arts.

zuberu (ZOO-beh-rah) The faceless kami of a human who has been pulled into the spirit world. Zuberu are said to attack solitary travelers in order to steal their faces.

KAMIGAWA AND THE KAMI WAR

Long before Mirrodin existed, on the other side of the multiverse, there was Kamigawa—a plane in the midst of a terrible war.

A gang of *akki* goblins try to flee from an angry ice spirit that appears from out of nowhere. A cloud of bizarre creatures emerge from a samurai's heirloom lantern, attacking him while he sleeps. At the Minamo School, students of wizardry fight nonstop to stem a flow of strange beings that materialize from within the Great Waterfall.

It wasn't always this way on Kamigawa.

For hundreds of years, Kamigawa's denizens peacefully worshipped the spirits inherent in everything—spirits of sacred places, objects, and ideas. Each of these *kami* was a divinity, and the way to happiness was to honor the kami and live by their ways. The inhabitants of Kamigawa were content with this life of devotion. Then the unimaginable happened: their gods turned on them.

Slowly at first, kami began to take form in the material world. Some scholars believed the kami were delivering a message or a warning. But their appearance was so alien, so surreal, that no meaning could be discerned.

At that time, the plane's most powerful warlord, the *daimyo* Takeshi Konda, ruled over the Towabara Plains from his stronghold at Eiganjo. But even as his armies and samurai secured more territory in Konda's name, the kami manifested in ever-greater numbers.

Then came a night that changed Kamigawa forever. A few miles from Eiganjo Castle, the kami set upon the town of Reito. Scores of spirit-world monstrosities swept through the town, killing nearly every living thing. Hundreds were slain; few survived. The Kami War had begun.

Over the next twenty years, spirits of every shape and size would descend on the plains, ravage everything in their path, then inexplicably stop just short of Eiganjo. Throughout this spirit-world siege, Konda remained within his stronghold, mysteriously safe from harm.

Kamigawa's people were left to wonder why the kami betrayed them even as they fought for survival. What had they done wrong? How could they discover why the kami were so angry? And what happens when a world must kill its own gods to survive?

As the Kami War raged on, champions emerged on both sides—from great kami who brought the material world to its knees, to samurai whose blades cut down countless spirit horrors. This is their story.

THE NOBLEST OF ALL SAMURAI

It has been said that Munetsugu Takeno didn't live by bushido—he *was* bushido. Takeno (tah-KAY-noh) commanded all the daimyo's forces, from his seven hundred samurai to the lowliest peasant piker. The *buke* of Konda's court whispered rumors of Takeno's legendary obsession with justice. Some claimed that as a young samurai he was blessed by the great kami of justice for a magnanimous deed, and that he put justice before all else from then on.

Though only a soldier, all courtiers fell silent when Takeno entered a hall, and he commanded the daimyo's attention more fully than any other person at Eiganjo. Even in the depths of the castle, Takeno walked fully armed. His famous *daisho*, Oathkeeper, hung at his waist, and his full *do-maru* armor clanked as he strode through the corridors. His *kabuto* bore the Konda crest, of course, and Takeno almost always looked straight ahead, never meeting the gaze of the court nobles and other attendants.

During the darkest days of the Kami War, Takeno would lead the daimyo's forces down Eiganjo Hill every third morning, descending the rocky tower's long, spiraling path on horseback at full gallop. No sooner would they reach the barren Araba below than scores of kami, both grotesque and beautiful, would manifest from across the wide plain and attack. Takeno would twitch his *katana* so it caught the morning light, flashing orange, and the full might of his army would surge forward, their *kiai* war cry piercing the morning silence.

Takeno was just thirty-four years old when Konda gave him command of his armies, and the Kami War began two short years later. He trained and commanded Kamigawa's fiercest samurai for two decades, and his fealty to his lord Konda was unwavering. But even Takeno eventually had to acknowledge an eerie truth. While he was slowly becoming an old man, the daimyo had not aged a day. But like blind justice, Takeno said nothing, serving his seemingly immortal lord with absolute devotion.

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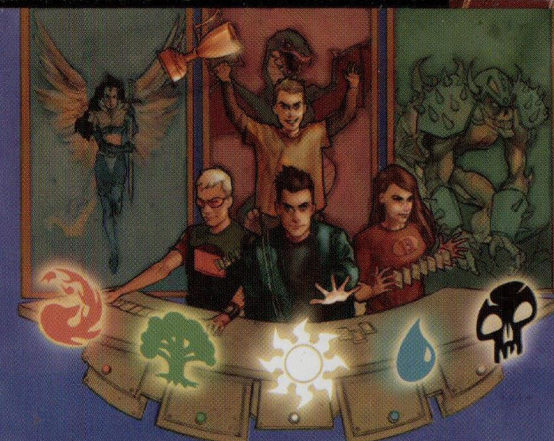
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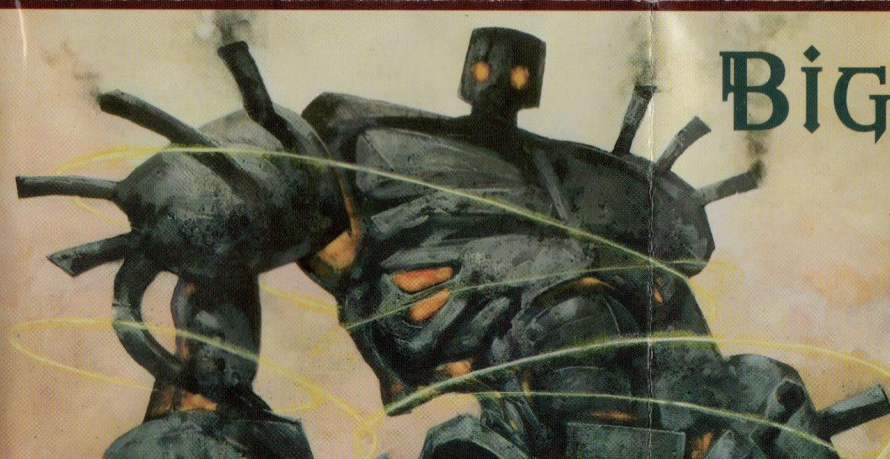
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